Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A method of ~~configuring a broadcast aperture for~~ transferring data between a processor and a plurality of graphics devices, the method comprising:

receiving allocation data for a broadcast aperture in a physical address space;

configuring a bridge with a first set of configuration data, wherein the bridge is adapted to facilitate transferring data between a processor and a plurality of graphics devices;

configuring the bridge with a second set of configuration data, thereby activating the broadcast aperture;

receiving, by the bridge, a set of data via the broadcast aperture; and

creating, by the bridge in response to receiving the set of data via the broadcast aperture, a plurality of unicast memory requests, each unicast memory request corresponding to one of the plurality of graphics devices, wherein each of the plurality of unicast memory requests includes a destination memory address that is determined by:

stripping off a set of high order bits from a memory address associated with the set of data; and

substituting a set of high order bits associated with a physical memory address of one of the plurality of graphics devices.

2. (Previously Presented) The method of claim 1, wherein configuring a bridge with a first set of configuration data further comprises retrieving at least a portion of the first set of configuration data including a broadcast aperture size from a system configuration memory.

3. (Original) The method of claim 2, wherein the broadcast aperture size is set by a user via a BIOS configuration utility.

4. (Original) The method of claim 1, wherein configuring the bridge with a second set of configuration data comprises receiving at least a portion of the second set of configuration data from a graphics driver associated with the plurality of graphics devices.

5. (Original) The method of claim 1, wherein at least one of the plurality of graphics devices includes a plurality of graphics processing units.

6. (Original) The method of claim 1, wherein the processor executes a graphics driver adapted to communicate a set of rendering commands and rendering data to the plurality of graphics devices via the broadcast aperture.

7. (Original) The method of claim 6, wherein the set of rendering commands directs a first portion of the plurality of graphics devices to render a first portion of a frame and directs a second portion of the plurality of graphics devices to render a second portion of the frame.

8. (Original) The method of claim 6, wherein the set of rendering commands directs a first portion of the plurality of graphics devices to render a first frame and directs a second portion of the plurality of graphics devices to render a second frame.

9. (Original) The method of claim 6, wherein the set of rendering commands direct a first portion of the plurality of graphics devices to transfer rendered image data comprising at least a portion of a frame to one of the plurality of graphics devices connected with a display device.

10. (Original) The method of claim 9, wherein the first portion of the plurality of graphics devices is adapted to transfer rendered image data to the one of the plurality of graphics devices connected with a display device via a digital video connection.

11. (Original) The method of claim 9, wherein the first portion of the plurality of graphics devices is adapted to transfer rendered image data to the one of the plurality of graphics devices connected with a display device via a graphics bus using a blit operation.

12. (Original) The method of claim 11, wherein the rendered image data includes an anti-aliased version of at least a portion of a frame.

13. (Original) The method of claim 11, wherein the rendered image data is associated with a complex portion of a frame.

14. (Currently Amended) An apparatus for transferring data to a plurality of graphics devices, the apparatus comprising:

a graphics device interface adapted to communicate a set of data with each of the plurality of graphics devices; and

a graphics device broadcast unit responsive to the set of data received via a broadcast aperture, wherein in response to receiving the set of data via the broadcast aperture, the graphics device broadcast unit is adapted to communicate a copy of the set of data with each of the plurality of graphics devices, wherein the graphics device broadcast unit is configured to create a plurality of unicast memory requests, each unicast memory request corresponding to one of the plurality of graphics devices, and wherein each of the plurality of unicast memory requests includes a destination memory address, the destination address determined by stripping off a set of high order bits from a memory address associated with the set of data and substituting a set of high order bits associated with a physical memory address of one of the plurality of graphics devices.

15. (Previously Presented) The apparatus of claim 14, wherein the graphics device broadcast unit is adapted to receive the set of data from a processor via the broadcast aperture.

16. (Previously Presented) The apparatus of claim 14, further including a direct memory access transfer unit adapted to retrieve the set of data from a memory and to communicate the set of data to the graphics device broadcast unit via the broadcast aperture.

17. (Previously Presented) The apparatus of claim 14, wherein the graphics device broadcast unit includes a broadcast aperture base address register adapted to store a memory address associated with the broadcast aperture.

18. (Previously Presented) The apparatus of claim 17, further adapted to receive the memory address associated with the broadcast aperture from a bridge driver.

19. (Previously Presented) The apparatus of claim 14, wherein the graphics device broadcast unit includes a broadcast aperture size register adapted to store a size value associated with the broadcast aperture.

20. (Previously Presented) The apparatus of claim 19, further adapted to receive the size value associated with the broadcast aperture from a bridge driver, wherein the bridge driver is adapted to retrieve the size value associated with the broadcast aperture from a system configuration memory.

21. (Previously Presented) The apparatus of claim 14, wherein the graphics device broadcast unit includes a plurality of unicast aperture base address registers corresponding with the plurality of graphics devices, each unicast aperture base address register adapted to store a memory address associated with a unicast aperture of one of the plurality of graphics devices; and

wherein the graphics device interface is adapted to communicate a copy of the set of data with the each of plurality of graphics devices via its associated unicast aperture.

22. (Previously Presented) The apparatus of claim 21, further adapted to receive the memory addresses associated with the unicast aperture of the plurality of graphics devices from a graphics driver via a bridge driver.